

Clown Man

Clown Man is 4th in the Any% Route, and weak against Tornado Hold*.

The stage has 5 bolts, 1 of which requires a revisit with Flame Sword. One of them is collected in any%.

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Clown Part 1 - General Tips

The first half of Clown Man's stage has 1 bolt not collected in any%, and a mid boss.

First Three Screens

Summon Rush Bike immediately. This lets Rush Bike travel on the second screen, where Mega Man automatically walks to fall into the rest of the stage, saving some time.

The indoor toy screen is self explanatory, just shoot the cannons.

There is a bolt here for 40 Bolts, easily collected on the bike.

Fourth Screen

The fourth screen is the train screen. Jump the first gap. The short hop down into the second gap avoids the party ball. We don't shoot the ball because it could drop a small part ball or a Met, which would hit and stun Rush Bike.

The third and fourth gaps are somewhat RNG luck based. Just avoid the pit.

Rush always despawns on the fifth screen.

Fifth Screen

Just get to the end. Always be sliding as much as you can.

Sisi Roll



From the Compendium

HP: 32

Damage Chart:

M. Buster	M. Ball	T. Hold	F. Bomb	I. Wave	T. Claw
1:2:3	3	1:2	2	3	3

A. Crush	W. Balloon	F. Sword	H. Sniper	R. Bike	R. Bomber
16	2	3	2	1	2

Damage Values:

Contact	Mini Sisi Roll	Toy Soldiers
4	3	0+stun

We recommend using Mega Ball on Sisi Roll. You can either drop it on him or kick it at him - whatever's easiest to hit him out of i-frames.

Notes

Astro Crush on revisit?

Clown Part 2 - General Tips

There are 4 bolts in part 2. One is collected in any% (and is harder to avoid collecting than to collect it). One hard requires a revisit, however 2 are routed into the 40 Bolts revisit.

Note that the final screen Clown Climb is on the following page of this site. **You want at least 12 Mega Balls going into the final screen for this.**

First Screen

Movement is very tight to do this optimally because of the bell cycles. Fortunately, the bolt is easy to collect.

Optimal Movement

Fire one grenade at the Sniper Joe, and one over its head at the balloon enemy. You need to be far enough to the right to spawn the blimp, AND give it enough time to actually receive damage. Money jump to the middle-height set of blocks in front of the cannon. You have to jump before the bell rings, but slide as far as you can (sliding is faster). Use a ball to destroy the cannon, slide along it's block, AND trigger the Circle "OK" block detection. Use an ice wave to destroy the last enemy on screen and slide to the next room.

Backups

The biggest threat on this screen is landing on a skull block after the bell rings and falling to the spikes. There are a few alternate strats, though the biggest challenge is often reaching the top-level cannon in one bell ring.

Making it in two rings is significantly safer if slower, just wait on the last "OK" box before the cannon (or even the X if you're okay with the damage).

If you need extra distance to reach the cannon out of your last slide jump, use a ball jump to stay in the air. Either drop a mega ball or 2 ice waves on the cannon to destroy it from above.

Fourth (Indoor) & Fifth Screen

(The screens between this and the first screen are trivial)

Hold left falling onto the first platform. You must be **HOLDING** left to fall through the gap.

For 40 bolts, On your second visit, ball jump to the left to collect the first bolt, then to the right to collect the second.

This is the first screen to leverage fast swaps to Tornado Hold to aid Mega Jump speed. It's also the only time Thunder Claw will not be in your fast weapon swap while you do it. Be mindful of Mega Ball ammo while skipping these ladders.

Screen five, use grenades on the sniper Joe. Switch to Mega Ball quickly just in case there's an ammo drop (You need to switch to it anyway).

Clown Part 2 - The Climb

There is one bolt in this section for 40 bolts.

Map

clown climb.png

For a detailed tutorial video, look here - <https://www.youtube.com/watch?v=iK5J5iEp4pc>

All Climb Strats Start...

- Slide onto the screen, jump when Mega Man's front toe starts going over the Circle block
- Ball jump twice to the right through the gap, then once to the left to reach the second level's left X block.
- Jump at the helicopter enemy. Fire two mega balls - one to destroy it, one to ball jump to the ? block

One Cycle vs Two Cycle

The trick here for one cycle, is you want to be far enough left to trigger the above level's balloon enemy to float left, not right. This can be tricky, but makes the rest of the climb significantly simpler.

For a two cycle climb, use this ? block, destroy the balloon enemy with grenades (note that it floats to the right towards you), then continue ball jumping up

Either way, you should aim for the X block on the top level to not fall down.

General Climb Strats

Get used to wiggling in a tight space to climb a narrow passage way.

Know where the "intended" ? blocks are. The two cycle climb is the obvious one, but there are worse things than landing on the last ? block to reach the very top in a race.

Clown Man - Boss Fight



From the Compendium

HP: 40

Damage Chart:

M. Buster	M. Ball	T. Hold	F. Bomb	I. Wave	T. Claw
1:2:3	1	1:4***	1	1	1

A. Crush	W. Balloon	F. Sword	H. Sniper	R. Bike	R. Bomber
0	1	1	1	1	2

Damage Values:

Contact	Trapeze Kick	Thunder Carnival	Thunder Claw	Wall Strike
4	4	5	2-4 + stun	3

***The second damage value is actually very important on Clown Man, since his weakness is ONLY the tornado part of Tornado Hold, not the fan. Hitting him with the fan part will only deal 1 damage. To facilitate this, if Clown Man is on the ground, hit him with a half/full Buster charge to put him in i-frames, THEN drop the tornado on him.

(Needs Testing!) Your position relative to Clown Man is believed to have an effect on his pattern. If Clown Man is on the ground and you are behind/above him, it seems (based on a relatively small sample size) that he is less likely to use Thunder Carnival. This strategy needs extensive testing.

Notes

It is possible with good timing to hit Clown with a Charge Shot to open the fight before he jumps.

Hit Clown with half charges while he swings around because it's faster than watching his stun animation from a tornado hold.

As noted from the compendium, if you know where Clown Man is stopping, hit him then drop a tornado on him while he's in iframes. Do it quickly so he doesn't escape the tornado.

There's nothing inherently wrong with just stun-locking Clown Man with Tornado Hold, but it is slower.

Bolt Locations - Clown Man

Clown Man's stage has 5 bolts, one in the first half and 4 in the second half. The one bolt collected in any% is pretty much in the way. One bolt in the second half hard-requires a revisit after Sword Man, and a second bolt is best collected at the same time as that bolt, meaning 2 of the 5 total bolts are left for that revisit.

The images and text below are taken directly from The Compendium

First Half

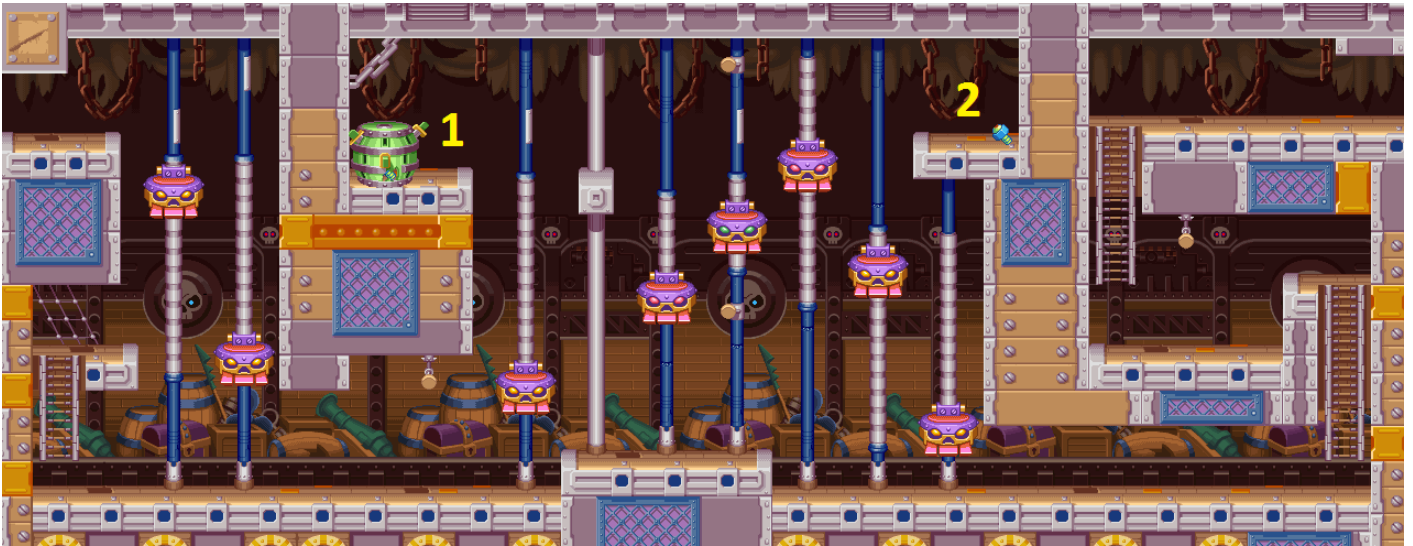


Hop across the gap at the end with Rush Bike. If you fail it the first time, you get a second chance on the revisit. If you fail it twice, it's best to exit and re-enter.

Second Half



Near the start of the second half of Clown, slide past the Joe. If you fall down, you can ball jump back up.



(Note - both of these are routed for collection on a revisit) Break the barrel with Flame Sword, and then ball jump over to the second bolt.

The Climb



Use the block denoted with a white star on the left to access the area with the bolt. The second white star block will take you back to the first.